CONFIDENTIAL
STUDIO PROPERTY

MATURE 17+
M
CONTENT RATED BY
ESRB

dickhouse

GAMES™

REDMILE
ENTERTAINMENT™

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

MTV jackass the game

CONTENTS:

2 - GETTING STARTED
3 - STARTING UP
4 - JACKASS™ THE GAME
4 - MAIN MENU
5 - GAME DISPLAY
5 - GAME MODES:
5 - MTV™ STORY MODE
8 - CHALLENGE MODE
8 - MULTIPLAYER
9 - JACKASS MART
9 - EXTRAS
9 - OPTIONS
10 - CREDITS
13 - LIMITED WARRANTY

WWW.JACKASSTHEGAME.COM

WARNING: THE STUNTS FEATURED IN THIS GAME WERE PERFORMED BY PROFESSIONALS, SO NEITHER YOU NOR YOUR DUMB LITTLE BUDDIES SHOULD ATTEMPT ANYTHING FROM THIS GAME.

LEGAL STUFF:

© 2007 MTV Networks. All rights reserved.
MTV: Music Television, MTV Games, Jackass and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc.

© 2007 Red Mile Entertainment, Inc. All rights reserved.
Red Mile Entertainment and all related logos are trademarks of Red Mile Entertainment, Inc.

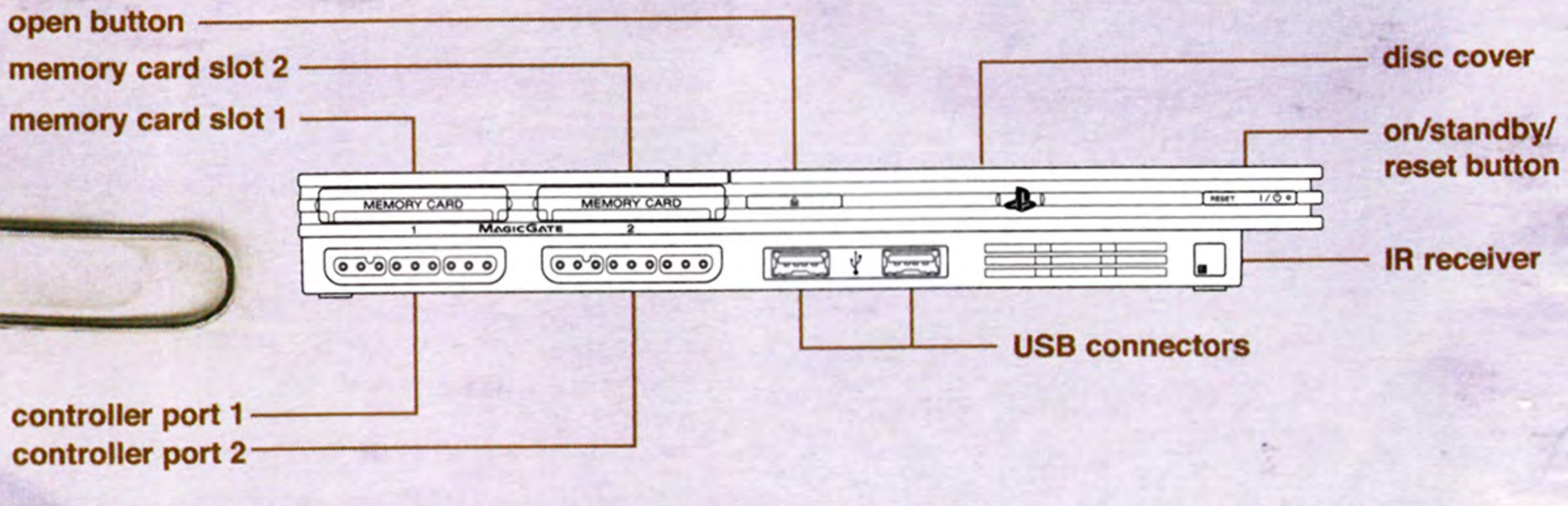
Dickhouse Productions and their Logo are the registered trademarks of Dickhouse Productions. All rights are reserved.

RenderWare is a trademark or registered trademark of Criterion Software Ltd. or its affiliates. Portions of this software are Copyright 1998-2005 Criterion Software Ltd. and its Licensors.

Sidhe is a registered trademark of Prodigy Design Limited.

GETTING STARTED

(2)

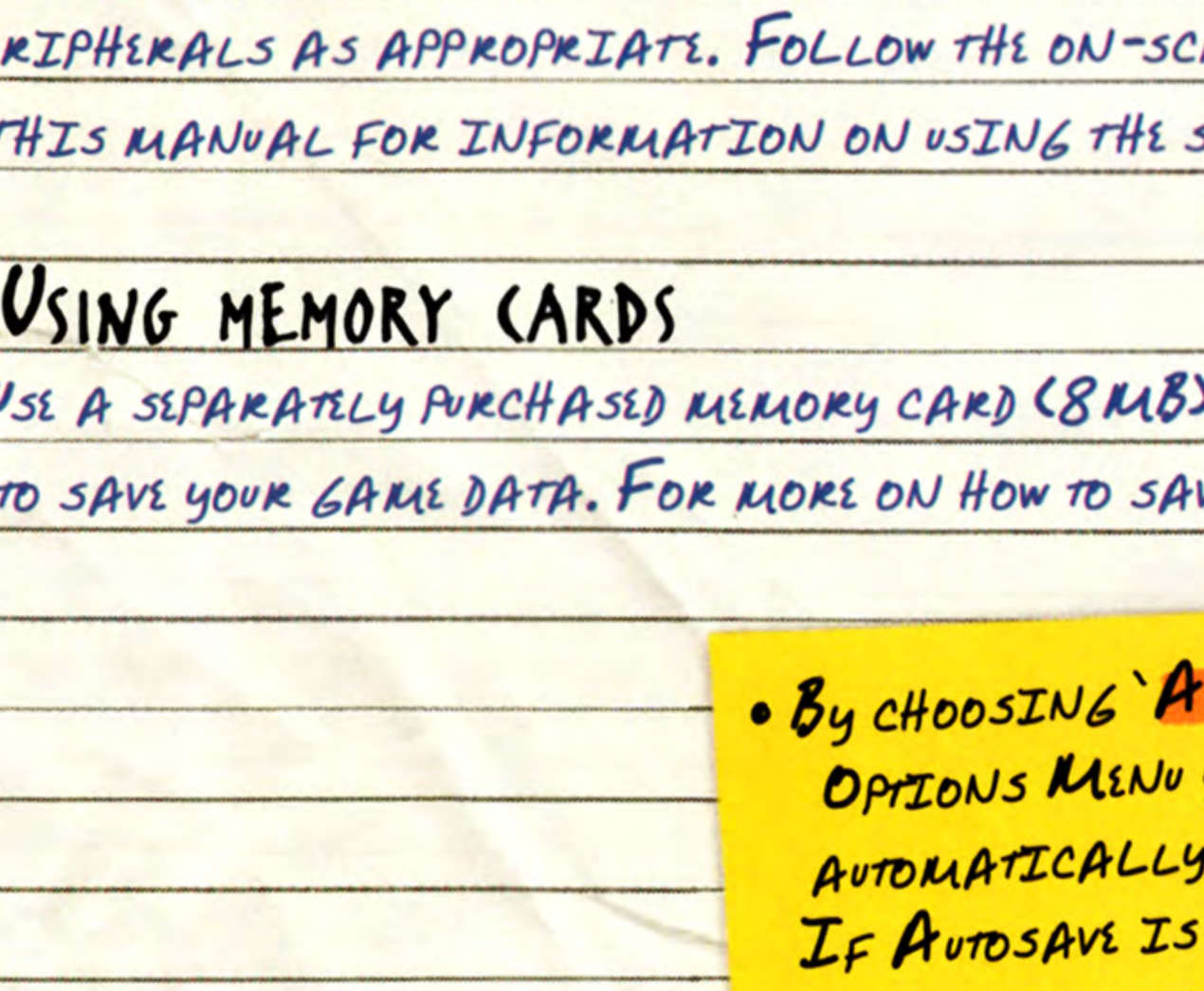


SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM ACCORDING TO THE INSTRUCTIONS SUPPLIED WITH YOUR SYSTEM. CHECK THAT THE SYSTEM IS TURNED ON (THE ON/STANDBY INDICATOR IS GREEN). INSERT THE JACKASS THE GAME DISC IN THE SYSTEM WITH THE LABEL SIDE FACING UP. ATTACH GAME CONTROLLERS AND OTHER PERIPHERALS AS APPROPRIATE. FOLLOW THE ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR INFORMATION ON USING THE SOFTWARE.

• USING MEMORY CARDS

USE A SEPARATELY PURCHASED MEMORY CARD (8MB) (FOR PLAYSTATION®2), TO SAVE YOUR GAME DATA. FOR MORE ON HOW TO SAVE YOUR GAME, SEE PAGE 4.

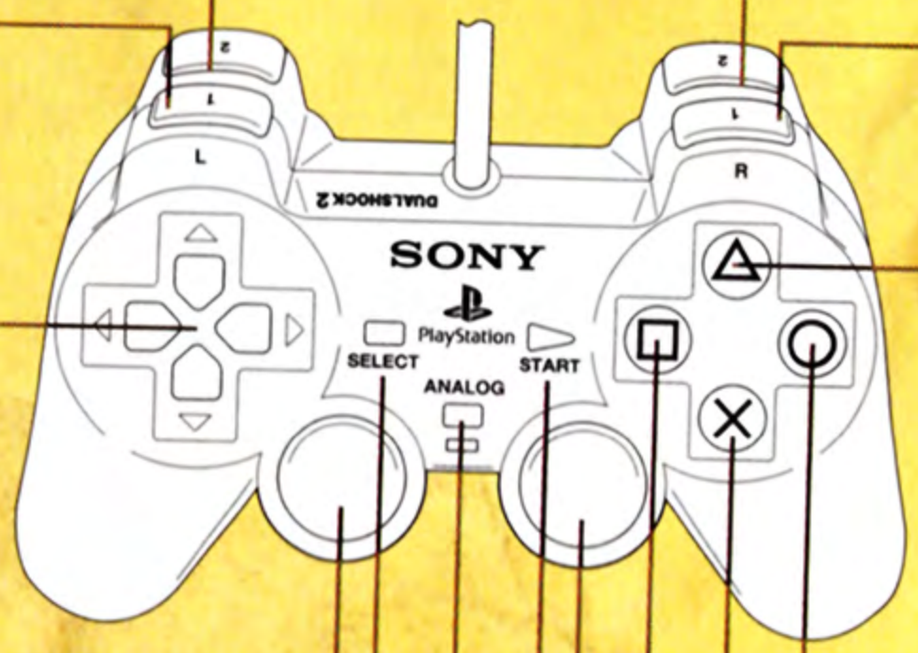
- BY CHOOSING 'AUTOSAVE' FROM THE OPTIONS MENU YOUR GAME WILL BE SAVED AUTOMATICALLY AT APPROPRIATE INTERVALS. IF AUTOSAVE IS SET TO OFF YOU'LL HAVE TO REMEMBER TO SAVE THE GAME MANUALLY.



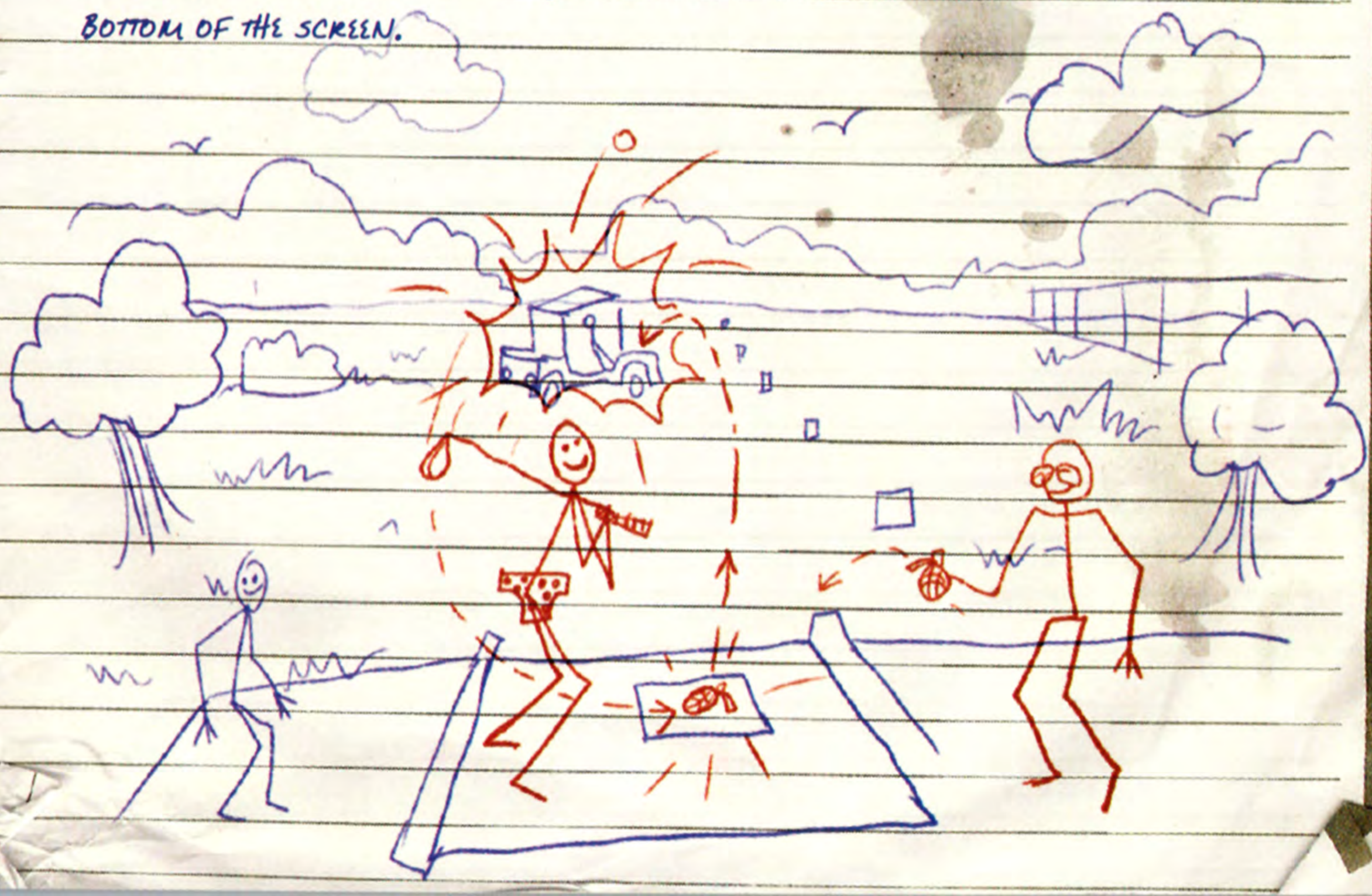
3

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



THIS GAME REQUIRES THE USE OF A DUALSHOCK®2 ANALOG CONTROLLER.
SEE THE INDIVIDUAL SECTIONS OF THIS MANUAL FOR MORE CONTROL INFORMATION.
AS YOU ARE ATTEMPTING A STUNT, THE CONTROLS FOR THAT STUNT WILL BE SHOWN AT THE BOTTOM OF THE SCREEN.



JACKASS THE GAME IS BASED ON THE HIT MTV™ TELEVISION SERIES JACKASS™.

FILLING IN AS DIRECTOR OF JACKASS,™ YOUR JOB IS TO COLLECT THE BEST FOOTAGE FROM UP TO 36 STUNTS THROUGHOUT JACKASS THE GAME TO CREATE A NEW JACKASS™ SERIES FOR MTV™.

ALL STUNTS HAVE A MINIMUM REQUIREMENT FOR CONTENT BEFORE MTV™ WILL APPROVE AN EPISODE FOR BROADCAST. THE NEW SERIES REQUIRES SEVEN EPISODES OF JACKASS™ QUALITY FOOTAGE. *It's gotta be GOOD!*

• TITLE SCREEN

ONCE THE TITLE SCREEN IS DISPLAYED, PRESS THE ⊗ BUTTON TO GO TO THE MAIN MENU SCREEN. IF YOU WANT TO CONTINUE A PREVIOUSLY SAVED GAME, INSERT THE MEMORY CARD (8MB) (FOR PLAYSTATION®2) CONTAINING THE SAVE GAME DATA INTO THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM BEFORE STARTING THE GAME. THE SAVED GAME WILL AUTO-LOAD.

MAIN MENU:

USE THE MAIN MENU TO NAVIGATE THROUGH THE VARIOUS MODES AND OPTIONS WITHIN JACKASS THE GAME.

- MTV STORY MODE
- CHALLENGE MODE
- MULTIPLAYER
- JACKASS MART
- EXTRAS
- OPTIONS

MENU SCREEN CONTROLS:

USE THE LEFT/RIGHT/UP/DOWN DIRECTIONAL BUTTONS TO HIGHLIGHT THE OPTION YOU WANT AND THE ⊗ BUTTON TO SELECT THE HIGHLIGHTED OPTION. THE L1 AND R1 BUTTONS ARE USED TO PAGE UP/DOWN AND THE △ BUTTON IS USED TO RETURN TO THE PREVIOUS SCREEN.

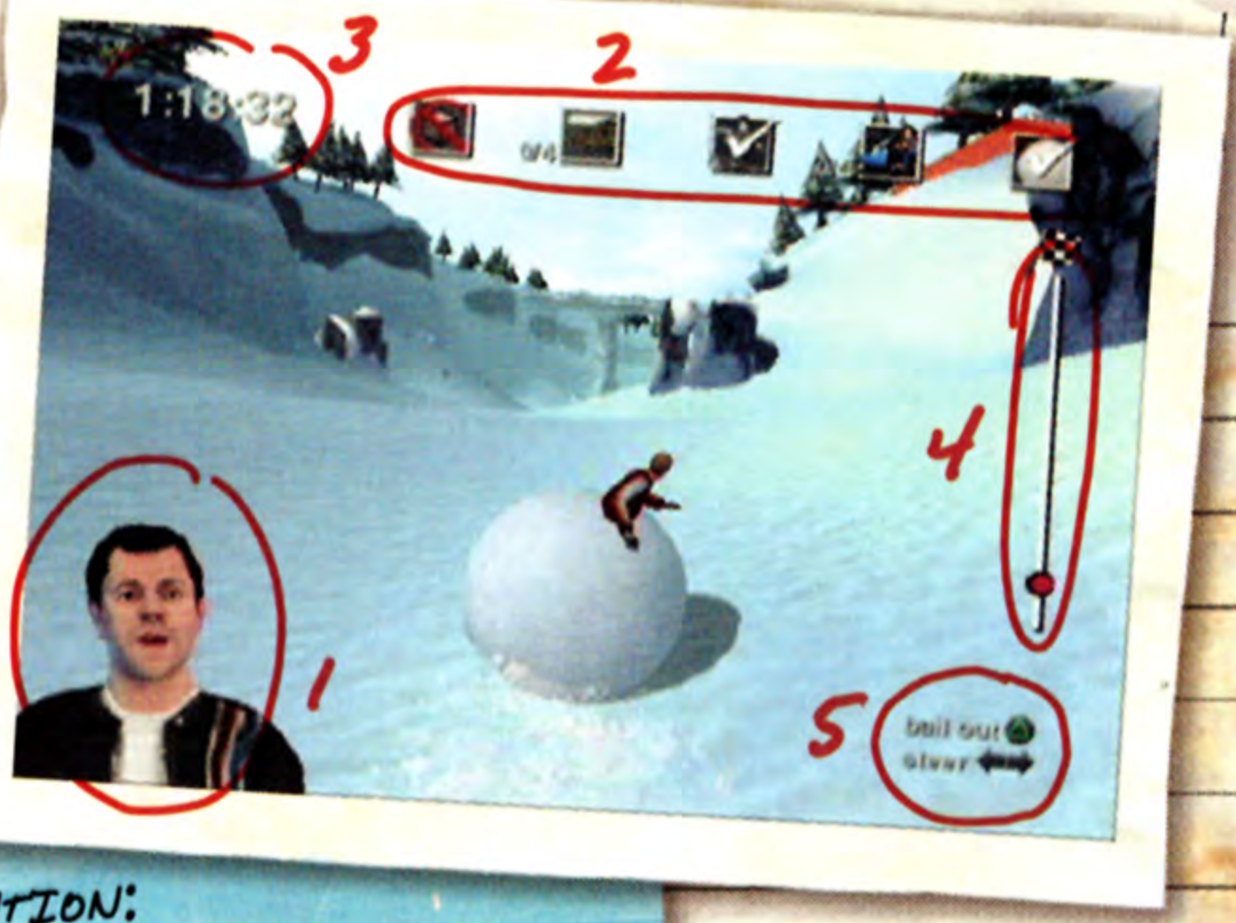
• PAUSE MENU

WHILE PLAYING, YOU CAN ACCESS THE PAUSE MENU BY PRESSING THE START BUTTON.

TIP - CHANGE CHARACTERS AT ANY TIME BY GOING TO THE PAUSE MENU (PRESS START).

5

GAME DISPLAY



OK, HERE'S WHAT YOU'LL BE LOOKING AT, SO PAY ATTENTION:

1) THIS IS **YOU**. KEEP AN EYE ON THIS TO KEEP TRACK OF YOUR DAMAGE. IF YOU TAKE TOO MUCH, YOU'LL BAIL OUT OF THE STUNT.

2) THESE ARE YOUR **GOALS**. THEY'LL TRACK YOUR PROGRESS IN FINISHING THE STUNT.

3) THIS SHOWS HOW MUCH **TIME** YOU HAVE LEFT IN THE STUNT. ONCE THIS TIMER RUNS OUT, THE STUNT IS OVER. DEAL WITH IT.

4) THIS BAR SHOWS YOUR **POSITION**. IN RACING STUNTS, IT'LL ALSO SHOW HOW FAR AHEAD OR BEHIND YOUR OPPONENTS ARE.

5) THESE ARE YOUR **CONTROLS** FOR THE CURRENT STUNT, SO YOU DON'T FORGET HOW TO WALK OR SOMETHING.

GAME MODES:

- **MTV STORY MODE**

THE PRIMARY GAMEPLAY MODE FOR JACKASS THE GAME IS MTV STORY MODE. IN THIS MODE THE NARRATIVE DRIVES YOUR PROGRESS THROUGH THE GAME. BY PLAYING MTV STORY MODE YOU CAN UNLOCK NEW CONTENT WITHIN JACKASS THE GAME.

THE PLAN:

ALL RIGHT - THE PLAN IS TO GET THE JACKASS CAST BACK TOGETHER TO CREATE A BRAND-NEW SEASON. THE PROBLEM IS THAT JEFF TREMAINE WAS INJURED DURING THE FIRST DAY'S SHOOTING, SO WE HAVE NO DIRECTOR. IT'S UP TO YOU TO GET THE SHOTS WE NEED TO MAKE THESE EPISODES. YOU HAVE TO ORGANIZE THE STUNTS, GET THE FOOTAGE, AND MAKE SURE THAT EVERYTHING IS GOOD ENOUGH FOR THE SHOW.

• MTV STORY MODE (CONT.)

EPISODES: STUNTS ARE COLLECTED INTO GROUPS CALLED "EPISODES". EPISODES IN JACKASS THE GAME ARE SIMILAR TO THE FORMAT AND STRUCTURE OF THE JACKASS™ TV SERIES, COLLECTING A SERIES OF STUNTS WHICH MAY OR MAY NOT BE RELATED BY A GENERAL THEME.

TIP - IN EACH EPISODE YOU'RE FREE TO ATTEMPT STUNTS IN ANY ORDER.

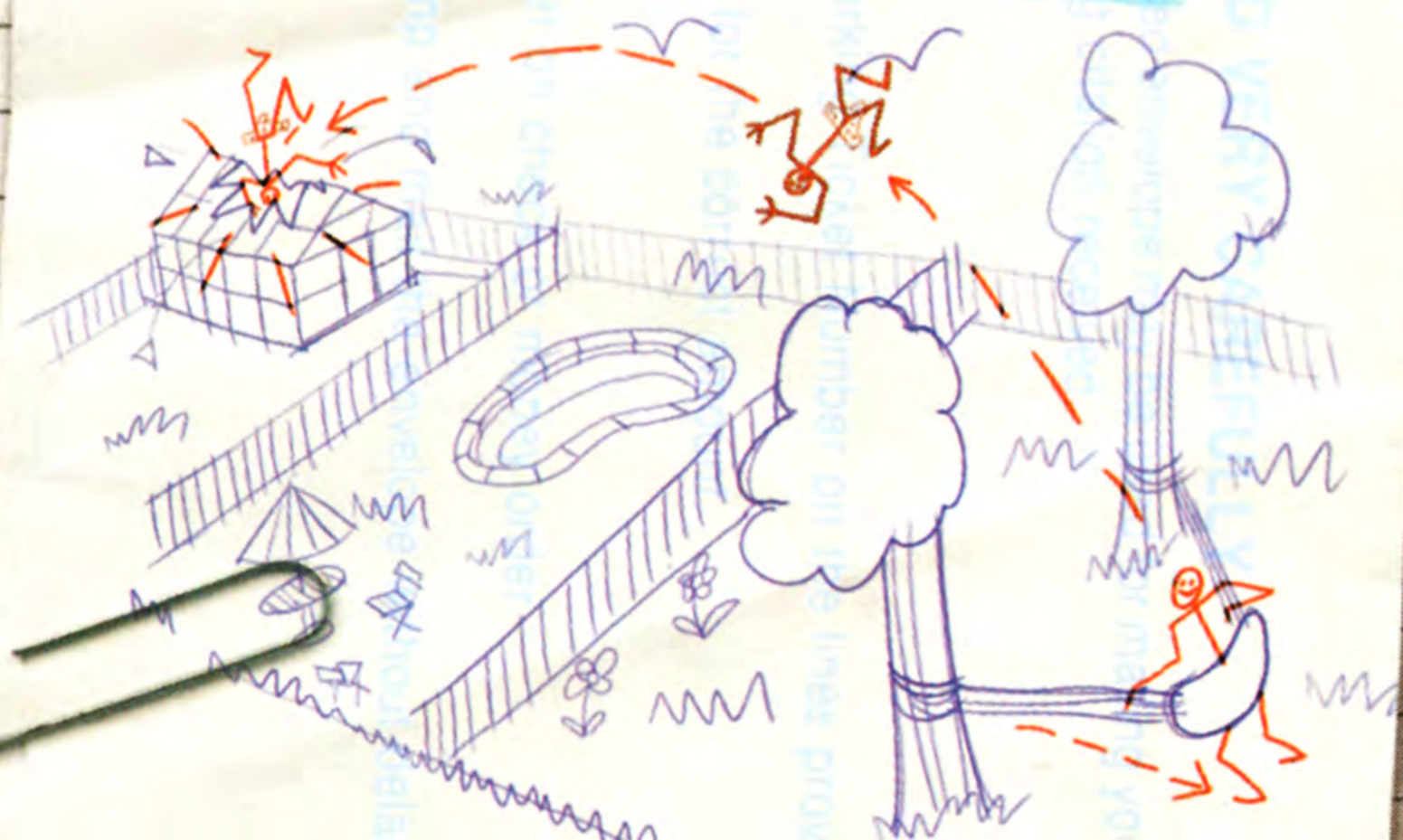
GAME PROGRESSION: COMPLETING GOALS WITHIN A STUNT ATTEMPT MEANS COLLECTING FOOTAGE FOR AN EPISODE. REMEMBER, THE CAMERAS ARE ALWAYS ROLLING. YOU CAN CHECK YOUR CURRENT PROGRESS WITHIN ANY STUNT BY ACCESSING THE GOAL STATUS SCREEN FROM THE IN-GAME PAUSE MENU. THE MORE GOALS YOU COMPLETE THE BETTER THE QUALITY OF THE FOOTAGE AND THE HIGHER THE ADVERTISING REVENUE GENERATED BY THE SHOWS. THE MINIMUM ADVERTISING BUDGET REQUIRED BY MTV™ FOR AN EPISODE IS $500,000.

TIP - COMPLETING ENOUGH GOALS TO ACHIEVE 4 OR 5 STAR EPISODE RATINGS WILL UNLOCK ADDITIONAL BONUS CONTENT.

PROGRESS THROUGH SUCCESS OR STUPIDITY

THE GOALS FOR THE STUNTS IN JACKASS ARE DESIGNED TO LET YOU WIN BIG, AND LOSE BIGGER. IT'S NOT JUST ABOUT ACHIEVING SET GOALS; IT'S ABOUT MAKING THE ATTEMPTS ENTERTAINING FOR THE AUDIENCE.

EVEN A FAILED ATTEMPT CAN GET YOU THE FOOTAGE YOU NEED, AND IT'S USUALLY PRETTY FUNNY.



YOU CAN PROGRESS THROUGH "SUCCESS" ORIENTED GOALS AS WELL AS "STUPIDITY" ORIENTED GOALS. A "SUCCESS" ORIENTED GOAL IS USUALLY A SKILL-BASED GOAL, LIKE WINNING A RACE, WHILE A "STUPIDITY" ORIENTED GOAL MIGHT BE LINKED TO ACHIEVING A WICKED WIPEOUT OR "BAIL OUT".

• BAIL OUT

STUNTS THAT SUPPORT BAIL OUT WILL BE INDICATED IN THE ONSCREEN HELP TEXT AT THE BOTTOM RIGHT OF THE SCREEN. IF YOU SEE "△ BAIL OUT", YOU CAN PRESS THE △ BUTTON AT ANY TIME DURING THE STUNT TO PERFORM A BAIL OUT. DURING A BAIL OUT, THE JACKASS CHARACTER ENTERS RAGDOLL MODE WHERE THE EXTREME RAGDOLL AND INJURY TECHNOLOGY DEPICTS EVERY COLLISION WITH SHOCKING REALISM AND ACCURATE IMPACT DETECTION FOR MORE THAN 10 DIFFERENT AREAS OF THE BODY. Ouch!

TIP - BAIL OUT INTO A HARD OBJECT AT HIGH SPEED TO INFLICT SERIOUS INJURIES ON YOUR FAVORITE JACKASS.

• REPLAYS

WHILE ATTEMPTING A STUNT THE ACTION IS RECORDED AS A REPLAY. AT THE END OF THE STUNT YOU CAN CHOOSE TO VIEW THE REPLAY. DURING PLAYBACK THE ACTION CAN BE VIEWED AT NORMAL SPEED, ACCELERATED, IN SLOW-MO, OR REVERSE.

TIP - IF YOU CHOOSE TO RESTART OR CHANGE CHARACTERS DURING A STUNT ATTEMPT, THE CURRENT REPLAY WILL BE LOST.

• REPLAY CONTROLS

THE FOLLOWING OPTIONS ARE AVAILABLE DURING A REPLAY OF STUNT ATTEMPTS:

- BACK - EXIT THE CURRENT REPLAY.
- HIDE DISPLAY - HIDE ONSCREEN TEXT.
- ADJUST PLAY SPEED - REVIEW THE CURRENT REPLAY. REPLAYS START OFF BY DEFAULT IN PLAY MODE. PLAY SPEEDS INCLUDE x0.5, x1, x2, AND x4, WITH THE SAME AVAILABLE IN REVERSE.
- PAUSE - STOP THE REPLAY ON THE CURRENT FRAME.

REPLAY SCREEN

MORE GAME MODES:

8

- **CHALLENGE MODE**

AS THE TITLE IMPLIES, CHALLENGE MODE OFFERS A MORE CHALLENGING EXPERIENCE WITH TOUGHER GOALS TO ACHIEVE IN ALL STUNTS. IN ADDITION, COMPLETING GOALS IN CHALLENGE MODE EARNS CASH THAT CAN BE USED TO PURCHASE ADDITIONAL BONUS CONTENT THROUGH JACKASS MART.

CHALLENGE MODE IS FOR THOSE THAT JUST HAVE TO GET 100% COMPLETION.

TIP - STUNTS THAT SUPPORT PROP CHANGES CAN BE IDENTIFIED BY SCROLLING THROUGH THE CHALLENGE MODE MENU AND LOOKING FOR THE "CHANGE PROPS" BUTTON ON SCREEN.

- **MULTIPLAYER**

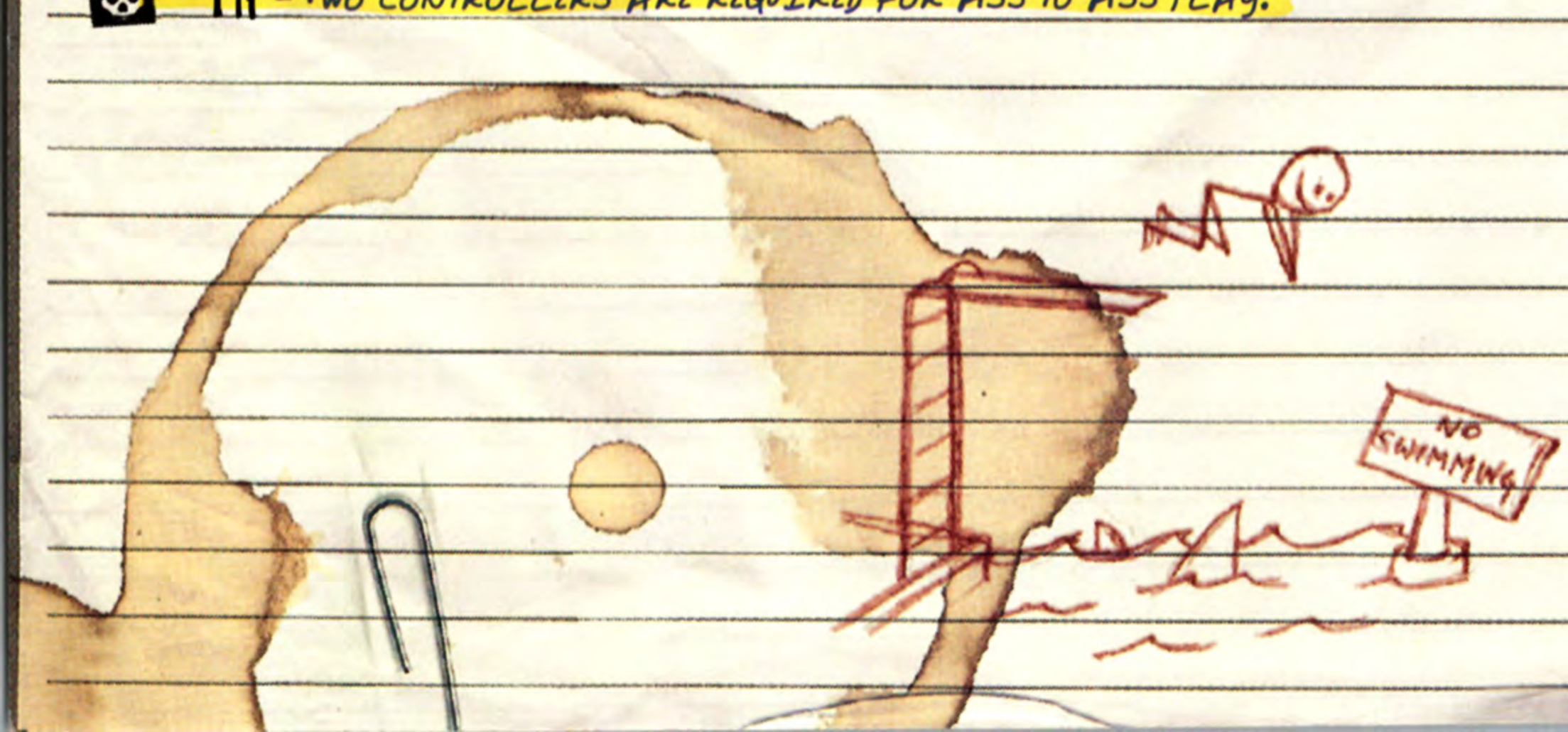
IN JACKASS THE GAME YOU CAN PLAY AGAINST FRIENDS VIA THREE MULTIPLAYER GAMING MODES.

- **ROUND ROBIN** - SELECT UP TO 21 STUNTS THAT CAN BE PLAYED IN A ROUND ROBIN STYLE TOURNAMENT FOR 2 TO 4 PLAYERS.

- **RANDOM ROUND ROBIN** - SELECT FROM SETS OF 3, 6, 9, 12 OR 15 RANDOM STUNTS IN A ROUND ROBIN STYLE TOURNAMENT FOR 2 TO 4 PLAYERS.

- **ASS TO ASS** - PLAY AGAINST A BUDDY IN ONE OF THESE 2 PLAYER HEAD-TO-HEAD GAMES.

TIP - TWO CONTROLLERS ARE REQUIRED FOR ASS TO ASS PLAY.



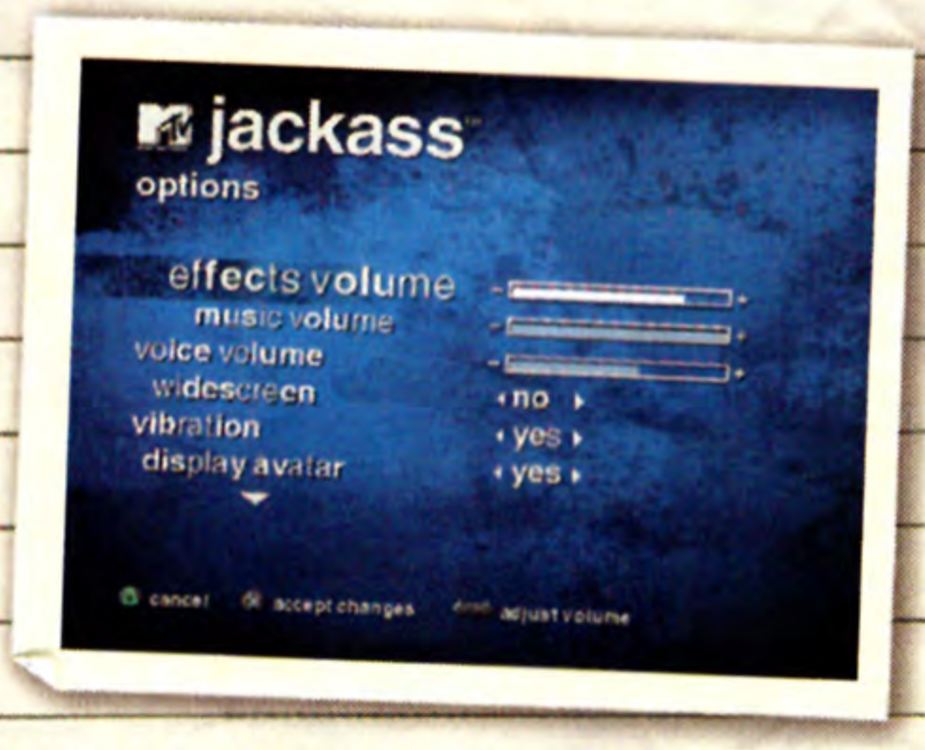
• JACKASS MART

USE THE CASH YOU EARN DURING YOUR SHOOTS TO BUY BONUS STUFF LIKE PROPS, CHARACTERS AND COSTUMES.

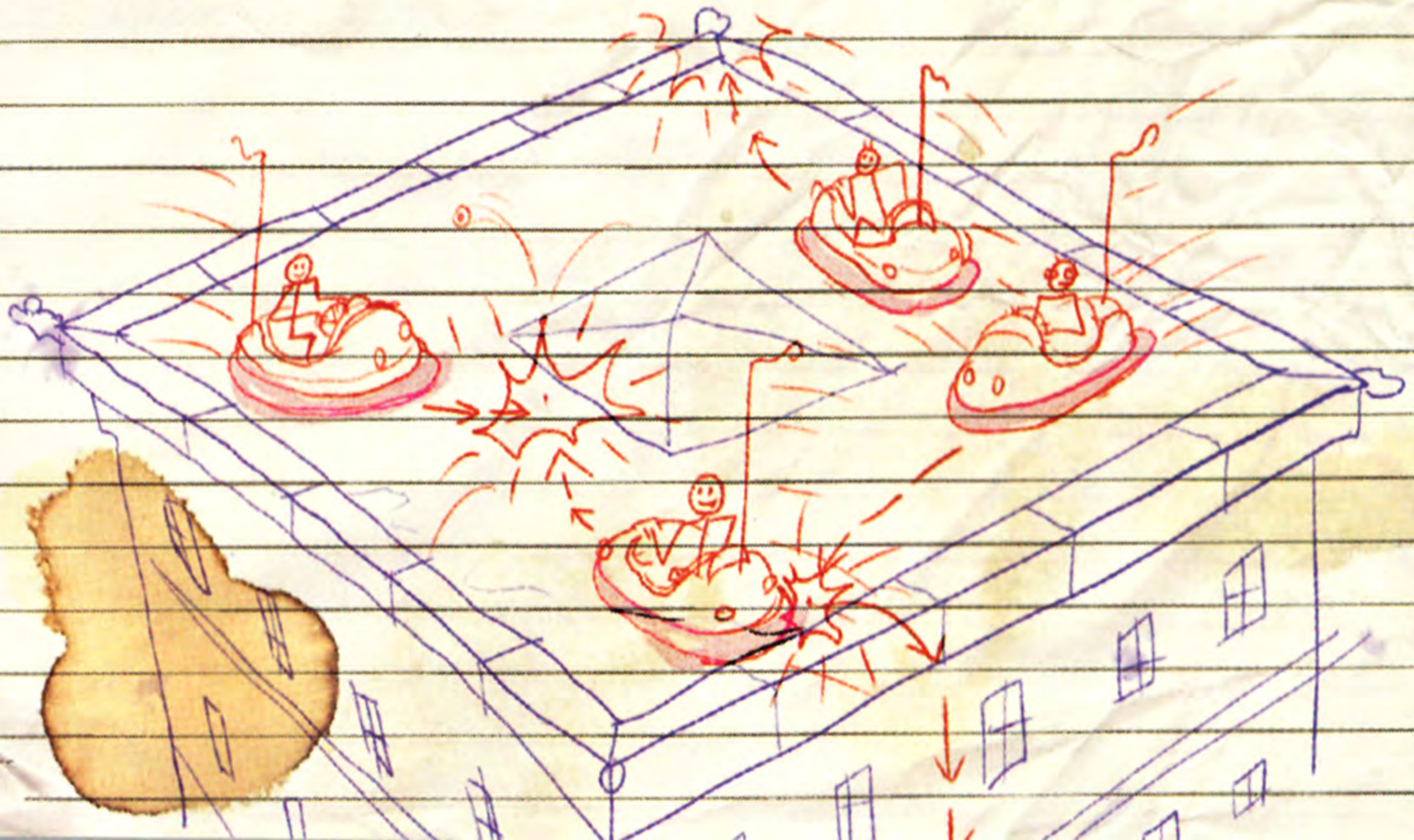
• EXTRAS

CHECK OUT BONUS BEHIND-THE-SCENES MOVIES AND STUFF LIKE CONCEPT ART AND PRODUCTION PHOTOS.

• OPTIONS



- EFFECTS VOLUME - ADJUST THE VOLUME OF MENU AND IN-GAME SOUND EFFECTS.
- MUSIC VOLUME - ADJUST THE VOLUME OF BACKGROUND MUSIC.
- VOICE VOLUME - ADJUST THE VOLUME OF IN-GAME AND CINEMATIC VOICES.
- WIDESCREEN - SET DISPLAY FOR WIDESCREEN TV.
- VIBRATION - TOGGLE CONTROLLER VIBRATION ON/OFF.
- DISPLAY AVATAR - TOGGLE THE IN-GAME JACKASS AVATAR DISPLAY ON/OFF.
- AUTOSAVE - TOGGLE AUTOSAVE ON/OFF (SEE PAGE 2).
- SAVE/LOAD PROFILE - MANUALLY SAVE OR LOAD A PROFILE.



CREDITS

10

starring
jason 'wee man' acuna
ryan dunn
dave england
johnny knoxville
preston lacy
ehren mcghehey
steve-o
chris pontius
jeff tremaine

Red Mile Entertainment
www.redmileentertainment.com

senior producer
aaron rigby
producer
paul guirao
executive producers
yasuhiro noguchi
chester aldridge
chief executive officer, chairman
chester aldridge
president, chief operating officer
glenn wong
chief financial officer
ben zadik
sr. director of sales & marketing
henry price
director of strategic planning
simon price
account manager, business development
todd weimer
operations manager
kate freeman
financing
kenny cheung
doug froese
special thanks
ofhir agmon
james guirao
mary hubert
jason s. mallot
ed roffman
tony shapiro
mike troy
robert westmoreland
kris wiebe
studio qed, inc.

Sidhe Interactive
www.sidheinteractive.com

managing director
mario wynands
technical director
tyrone mcauley
creative director
stuart middleton
accountant
lance burgess
business development executive
jos ruffell
producer
mario wynands
assistant producer
mark davis
lead designer
robert watson
level designers
cory spooner
cameron goers
game design
robert watson
mario wynands
additional game design
ross thody

lead programmer
craig furness
senior programmers
frank hickman
andres james
kester maddock
stu sharpe
robert walkley
programmers
antony blackett
jeremy burgess
peter buck
glen corby
robert green
cameron hart
erik haugvaldstad
alex henriques
grant mark
daniel mathers
joe o'sullivan
andrew rowse
dan smart
craig timpany
phillip voyle
andrew wood
additional programming
tyrone mcauley
jennie stenhouse
lloyd weehuizen
leo gui
art director
john sheils
lead artist
dale pugh
concept artists
nick cattell
ben nightingale
ui artist
nathan rattray
artists
dan allsop
jamie churchman
mark cuthbert
peter freer
corie geerders
nathan johnson
evan johnston
ivan khmel
leighton milne
thomas mountfort
nathan rattray
john sheils
lead animator
mark cuthbert
senior animator
kris slagter
animators
brad lincoln
reagan morris
motion capture director
mark cuthbert
audio director
mark davis
quality assurance manager
stephen woodward
quality assurance testers
tony breese
shannon feldwick
dwayne kirkwood
luke percy
paolo tonetti
simon westenra
usability expert
gareth griffiths
fmv script
michael sheils
special thanks
alan bell

MTV Games
www.mtv.com

senior producer
marc nesbitt
product manager
peter banks
vice president, marketing
tony calandra
vice president
bob picunko
senior vice president
paul degooyer
special thanks
mark lewman
catherine balsam-schwaber
marnie black
angela courtin
rich eigendorff
jeff castaneda
emily greenfield
judy mcgrath
van toffler
george cheeks
jeff yapp

Dickhouse

executive producer
jeff tremaine
executive producer
johnny knoxville
executive producer
spike jonze
producer
shanna zablow
special thanks
steve alexander
howard altman
jxpx blackmon
seth casriel
madison "chickenbutt" clapp
sean cliver
warren dern
lauren dolgen
dimitry elyashkevich
tony etz
derek freda
knate gwaltney
mark hansen
greg hetson
volney howard
greg iguchi
michelle klepper
rick kosick
cordell mansfield
john miller
naomi "lets go all the way" nelson
jessica samet
trip taylor
van toffler
roger alan wade
jennifer welsh
laura windel
greg wolf
kristine young
circle jerks
turbonegro
In loving memory of liz ewart

Reverb Communications Inc.

doug kennedy
mel kirk
tina casalino
david bruno
tracie snitker
nate walling
reverb intern team

Weta Digital

motion capture supervisor
dejan momcilovic
1st ad
lisa wildermoth
motion capture td
john curtis
james van der ryden
motion capture stage manager
jake botting
motion capture pa
emily pearce
motion capture data trackers
kate burgess
teresa barsali
motion editors
tom holzinger
rod fransham
motion capture talent
rod fransham
joe dyson

Weta Productions

motion capture supervisor
gios johnston
motion capture operator
akshay parbu
motion editors
akshay parbu
peter tan
maya operator
rhys clapcott
assistant director
john aberdein
motion capture talent
rod fransham
david hoskings
ban abdul

SCA Studios

sydney, australia
creative director
scott cairns
voice over director
scott cairns
sound design & foley
yannis brown
scott cairns
fmv cutscene audio
daniel anthon
scott cairns

Technicolor Studios

los angeles, usa
recordists
morgan gerhard
david walsh
lydian tone
mark jasper
dialogue editors
frank szick
david fisk
music editors
tom hays
david fisk
director of audio services
tom hays

Trident Studios

wellington, nz
voice over recordist
andrew downes

voice talent
jason 'wee man' acuna
ryan dunn
dave england
johnny knoxville
preston lacy
ehren mcghehey
steve-o
chris pontius
jeff tremaine
carl ayala
benj berryman
sarika chawla
erin cook
mark davis
richard epcar
paul guirao
nathan johnson
aaron rigby
jos ruffell
carrie thiel
amberyl Watson

Babel

translation and localization
kris young
hans brechtel (german)
carlos montilla (spanish)
luca huella (italian)
guillaume le pennec (french)

RelQ Software Quality

general business manager - gameq
guillaume fournier
delivery manager
s venugopal
group lead
chintu raju
test leads
chandanpal j b
ramsudhir v
test engineers
ameenuddin
amit
deepak t
deepu alex
drom kumar amrit
ganesh v
goutham balaji
harcharan a m
jijo george
lakshmana c
mohit mehrotra
nikhil joseph
rachan shetty
raghu g nair
raju m
ram krishna
syed nasir
vinay s m
technical team
ashwin kumar
giribabu d
sharath n singh
thrilok h s

Loop Media North America LLC and Loop Media Ltd (nz)

music supervision & clearance
mikee tucker
todd bisson
jeff jacquin
andy williams
www.loop.co.nz

music:

i hate people
performed by anti-nowhere league
written by aghssa/blake/culmer/chris exall
courtesy of nowhere records

wall
peformed by balzac
courtesy of misfits records/rykodisc
by arrangement with warner music group
video game licensing
published by: 2003 misfits records
under exclusive license from diwphalanx records/disk union

nude country
performed by cake cutter
written by ambrose/blackmon/mark/montgomery/webb
courtesy of cakecutter

karazy
performed by chris pontius, scott manning, gabriel mark, john montgomery and j.p. blackmon
courtesy of chris pontius
© animal grace publishing bmi

swamp boogie
performed by: chris pontius, scott manning, john montgomery
written by: chris pontius
courtesy of chris pontius
© animal grace publishing bmi

i'm gonna live
performed by the circle jerks
written by kevin fitzgerald
courtesy of the circle jerks

live fast die young
performed by the circle jerks
written by greg hetson & keith morris
courtesy of the circle jerks

96 quite bitter beings
performed by cky
camp, vol 1
released 2000
written by: d miler / j margera / c ginsburg

party boy theme
peformed by dave rohen
mtv networks ltd
famous music inc
david roen / bmg music / famous

what would i know
performed by the datsuns
the datsuns
released 2002
© hellsquad publishing limited
kobalt music publishing
written by: christian deborst, matthew osment, christian livingstone and philip somervell

sittin' pretty
performed by the datsuns
the datsuns
released 2002
© hellsquad publishing limited
kobalt music publishing
written by: christian deborst, matthew osment, christian livingstone and philip somervell

MORE CREDITS

let's loot the supermarket again (like we did last summer)
performed by the deviants
written by farren/wallis/rudolph
courtesy of mick farren

friend
performed by marginal man
written by marginal man
courtesy of marginal man

corona
performed by minutemen
double nickels on the dime
released 1984
sst records
cesstone music bmi

spinal remains
performed by the misfits
words and music by glen danzig
published by evilive music (ascap),
administered by reach global, inc.
used by permission.
all rights reserved.

come on, come on
performed by nashville pussy
get some!
released 2005
bug music
drunk daddy music (bmi) administered by bug
written by: blaine cartwright, karen exley,
d. rabinowitz, ruyter suys and jeremy thompson

hate and whiskey
performed by nashville pussy
get some!
released 2005
bug music
drunk daddy music (bmi) administered by bug
written by: blaine cartwright, karen exley,
d. rabinowitz, ruyter suys and jeremy thompson

bb gun
performed by roger alan wade
written by roger alan wade
courtesy of roger alan wade

if you're gonna be dumb, you gotta be tough
performed by roger alan wade
written by roger alan wade
courtesy of roger alan wade

politikal
performed by skinny puppy
mythmaker
released 2006
spv / hell-o-deathday
brap songs / socan
written by: cevin key, ogre, mark walk

coppers
performed by smut peddlers
written by smut peddlers
courtesy of ransom records/smut peddlers

do the flop
performed by smut peddlers
written by smut peddlers
courtesy of ransom records/smut peddlers

selfdestructo bust
performed by turbonegro
apocalypse dudes
released 1999
michael jobson for turbo artist as
michael jobson for turboneger da
written by: thomas seltzer, knut schreiner,
air crysalis norway

prince of the rodeo
performed by turbonegro
apocalypse dudes
released 1999
michael jobson for turbo artist as
michael jobson for turboneger da
written by: thomas seltzer, knut schreiner,
air crysalis norway

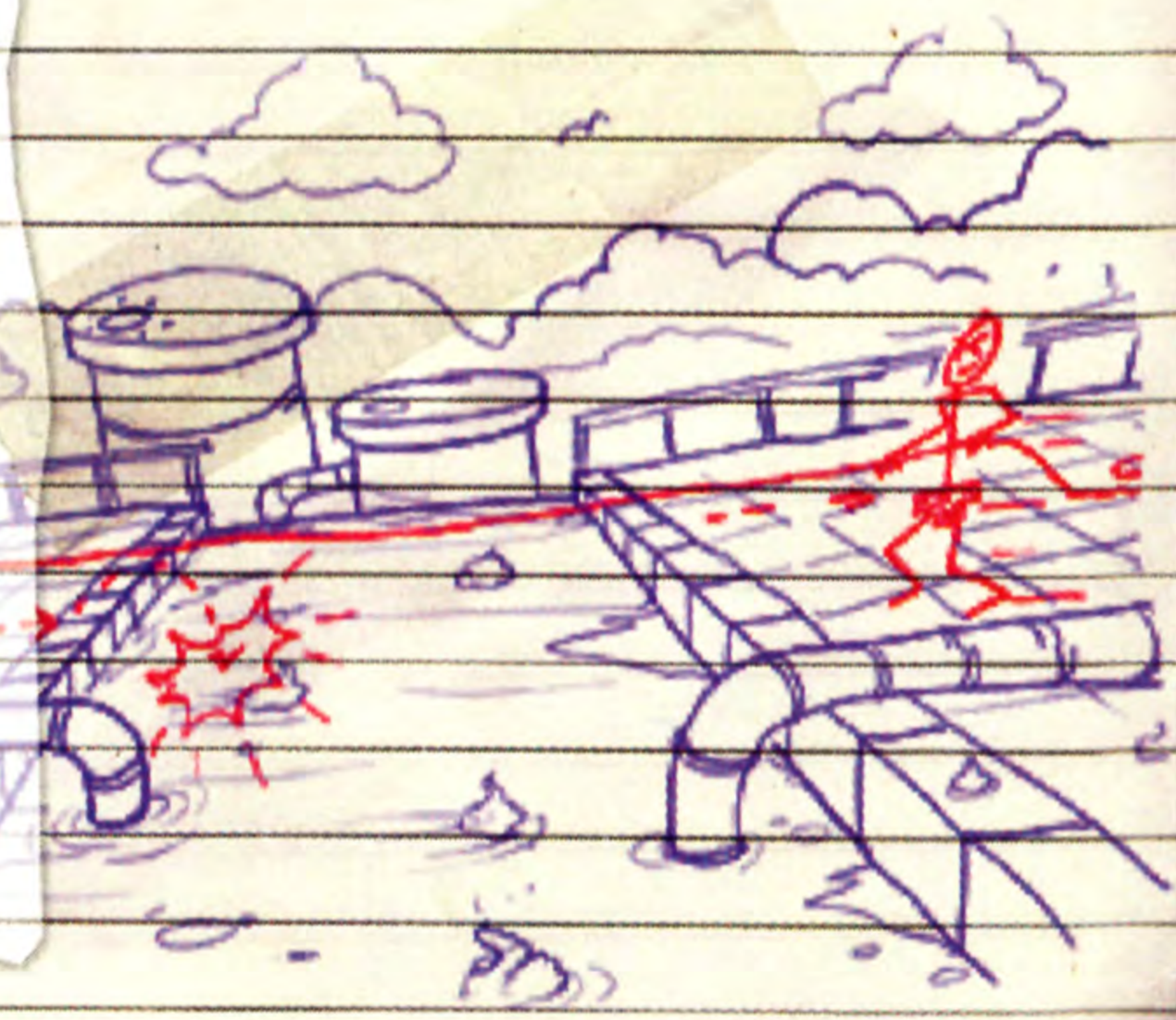
urban struggle
performed by the vandals
courtesy of chi-com international, inc

virginia city revival - drink for free
written by montgomery/blackmon/mark/bates/reyes/lerma
courtesy of the virginia city revival -
c/o cakecutter publishing
www.thevirginiacityrevival.com

Open Dynamics Engine
copyright © 2001-2003
russell l. smith

FMOD
copyright © 2001-2003
firelight technologies

special thanks to
jason 'wee man' acuna
ryan dunn
dave england
johnny knoxville
preston lacy
ehren mcghehey
steve-o
chris pontius
jeff tremaine
mark lewman
ben palmer
jon manahan
mark vitello
saul villegas
burnie burns & rooster teeth productions
ir gurus
jackass fans everywhere



13

LIMITED WARRANTY

CUSTOMER SUPPORT

Red Mile Entertainment, Inc.
Attention: Customer Support
4000 Bridgeway, Suite 101
Sausalito, California 94965

Email: support@redmileentertainment.com
Web: http://www.redmileentertainment.com

Before returning any defective materials, please contact us by 1) mail or 2) by e-mail for a Return Merchandise Authorization (RMA) number at the address above. Please be prepared to provide a copy of the original purchase receipt, the original product (media only), and a brief description of the difficulty you are experiencing including your name, address (no PO Box), and phone number.

Any materials sent to us without an RMA number will be refused and returned. Please use a traceable and/or insured method of shipping the materials to us.

LIMITED WARRANTY

Red Mile Entertainment, Inc. warrants to the original purchaser that this game disc shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90 day limited warranty period, Red Mile Entertainment, Inc., at its discretion, will repair or replace the defective game disc or component part free of charge.

This limited warranty is not applicable if the defects have been caused by negligence, accident, modification, tampering, or any other cause not related to defective materials or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Red Mile Entertainment, Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on the length of the implied warranty or exclusion of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.